

1 CLAIMS

2 1. A method comprising:  
3 determining a distance between a user to boundaries of a gaseous volume;  
4 and  
5 storing the distance in an alpha channel to arrive at an alpha value.  
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7 2. The method as recited in Claim 1 further comprising blending a color pixel  
8 outside the gaseous volume with a color pixel inside the gaseous volume based on  
9 the alpha value.  
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11 3. The method as recited in Claim 1, wherein determining a distance  
12 comprises adding and subtracting a distance from the user to the front and back  
13 faces of the gaseous volume.  
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15 4. The method as recited in Claim 1 wherein storing the distance in alpha  
16 channel to arrive at an alpha value comprises calculating a total travel distance  
17 through the gaseous volume.  
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19 5. The method as recited in Claim 1 further comprising displaying the blended  
20 pixel on a display screen.  
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22 6. The method as recited in Claim 1 wherein the gaseous volume is a three  
23 dimensional bounded volume region in a scene.  
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2 14. A method for rendering volumetric fog or other gaseous phenomena,  
3 comprising:

4 receiving volume object data that defines at least one three-dimensional  
5 bounded volume region; and

6 obtaining travel distance information in an alpha channel, the travel  
7 distance information being a function of distances in each three-dimensional  
8 bounded volume region having a face between a respective pixel and a reference  
9 point.

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11 15. The method of claim 14, further comprising converting travel distance  
12 information in the alpha channel to obtain a fog factor.

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14 16. The method of claim 15, further comprising blending scene color and fog  
15 color based on the fog factor.

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17 17. The method of claim 14, wherein the travel distance information comprises  
18 total travel distance information, the total travel distance information being equal  
19 to the sum of distances through each three-dimensional bounded volume region  
20 along a ray between a respective pixel and a reference point.

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22 18. The method of claim 14, wherein the travel distance information comprises  
23 scaled total travel distance information, the scaled total travel distance information  
24 being equal to the sum of distances through each three-dimensional bounded  
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1 volume region along a ray between a respective pixel and a reference point scaled  
2 by a scaling value.

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4 19. A system for rendering volumetric fog or other gaseous phenomena,  
5 comprising:

6 means for receiving volume object data that defines at least one three-  
7 dimensional bounded volume region; and

8 means for obtaining travel distance information in an alpha channel, the  
9 travel distance information being a function of distances in each three-dimensional  
10 bounded volume region having a front face between a respective pixel and a  
11 reference point.

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13 20. A system for rendering volumetric fog or other gaseous phenomena,  
14 comprising:

15 volume object data that defines at least one three-dimensional bounded  
16 volume region;

17 a one-dimensional texture stored in texture memory;

18 a graphics subsystem that obtains travel distance information in an alpha  
19 channel, the travel distance information being a function of distances in each  
20 three-dimensional bounded volume region having a front face between a  
21 respective pixel and a reference point; and

22 an alpha buffer that stores the obtained travel distance information in an  
23 alpha channel for each pixel that covers one or more of the three-dimensional  
24 bounded volume regions.

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1 21. The system of claim 20, wherein said graphics subsystem includes a texture  
2 coordinate generator.

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4 22. The system of claim 21, wherein said texture coordinate generator  
5 comprises a texgen.  
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